

United States Patent Application  
Blind Choice: A Marble and Dice Game  
Inventor: Jack Martin, 6132 Choctaw  
Westminster, CA, 92683  
Application Number: 09/931,628  
Filed: August 14, 2001  
Primary Examiner: Alex P. Rada



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## STATEMENT OF CLAIMS

What I claim as my invention is a marble and dice game consisting of one board with four black outer borders with the name Blind Choice on each side. Inside the four borders is the inner square divided into four triangular sections, each a separate color, blue, red, green and yellow. Each triangular section has twenty-five indentations for twenty-five marbles. At the center of the game board is a white circle with eight indentations for eight white marbles. In the center of the white circle is a smaller black circle with one indentation for one black marble. There are a total of 109 marbles, twenty-five each of blue, red, green and yellow plus eight white marbles and one black marble. There is also one board game, one marble bag, one die and one set of rules. The object of the game is to get all your own colored marbles on the board first following the rules in order to win the game. I regard my invention as unique.

I have never seen any other game like it. I am certain it has never been thought of before.

## LETTER OF DECLARATION

I have invented a marble and dice board game called Blind Choice. It consists of one board game piece of crescent 15c chip triple thick 1/8" thick and 16"x16". Said board game piece has four outer borders colored black with the name Blind Choice printed in white on each border.

The board game piece is divided into four colored triangular sections with twenty-five indentations for twenty-five marbles. Each triangular section is a different color, blue, red, green and yellow. The center of the board is a white circle with eight indentations for eight white marbles. Inside the white circle is a black circle with indentation for one black marble. I have played many board games throughout my life and I have never seen any board game like the one I have invented. My invention came to my mind one night and I realized I had never seen another game like it. I immediately made a proto-type of the game and finalized the rules.

## ABSTRACT

Blind Choice is a marble and dice board game for up to four players that combines skill and luck such that players of all age and skill levels can play and enjoy the game. A marble and dice game board is provided with indentations for marbles spaced around the board in different colored sections to form a field of play. The game consists of four triangular colored sections for players which are blue, red, green and yellow. These triangular sections join at the center of the game board, which is a circular white area with eight indentations for eight white marbles. In the center of the white circle is a smaller circle that is black with one indentation for one black marble. Each separate

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colored triangular section has twenty-five indentations for twenty-five colored marbles. Example: The blue triangular section has twenty-five indentations for twenty-five blue marbles, the red triangular section has twenty-five indentations for twenty-five red marbles, the green triangular section has twenty-five indentations for twenty-five green marbles and the yellow triangular section has twenty-five indentations for twenty-five yellow marbles. The game board consists of player positions, wild play area's, marbles for play consisting of one black marble, eight white marbles and twenty-five marbles of each following color: blue, red, green and yellow. Also included one die and one bag for marbles. Each player rolls die to see which color they will be. Player with highest number picks color they wish to be. Each other player is color they are in front of. Play of game consists of rolling die and picking number of marbles shown on die from marble bag. The player who fills their own colored section with their own colored marbles first wins the game.

#### MARBLE AND DICE BOARD GAME AND METHOD OF USE

##### BACKGROUND

The invention, Blind Choice, is a marble and dice board game in general with guidelines for methods and play but more importantly it is a marble board game with specific rules for methods of play.

The marble board game enhances chance play with skill to a degree that children can enjoy hours of joy without use of skill while adults can also enjoy the play of the game using their own skills so as to enable them to relax and enjoy the game.

Board games have always been a popular form of relaxation and enjoyment for family and friends. For a board game to be enjoyed and yet remain popular it must combine luck and skill.

Preferably a significant amount of luck so children can enjoy it but also a small amount of skill to make it interesting for adults as well without giving too much advantage over children with less skill. This allows the board game to be played by a wide range and variation of ages both separately and together while still allowing the board game to be enjoyed by everyone.

For the foregoing reasons there is need and desire for a marble game board apparatus and method of play that is challenging for adults to find the game interesting and intriguing yet also relaxing and enjoyable. Children also have a need and desire for a board game that allows chance and ease of play to determine the outcome of the game. Therefore, the combination of both luck, skill and the method of random or blind choice allow players of six years old and up to compete against each other without any undue or unfair advantage to any player. This allows the older to remain interested while keeping the younger players attention as well.

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### SUMMARY

The present invention presents a marble and dice board game which utilizes a game board that is 16" x 16" wide, made of crescent 15c chip board 1/8" (triple thick). The four borders of the game board are 1 3/8" wide, colored black with the name, Blind Choice, printed on each of the four borders in white lettering. The remaining part of the board is divided into four triangular sections, each a different color, blue, red, green and yellow. Each colored triangular section consists of twenty-five indentations. Each indentation holds one marble. Each indentation is 7/8" apart from one another. At the center of the game board where the four triangular sections meet is a white circular section with eight indentations. Each indentation holds one white marble. At the center of the white circular section is a black circular section with one indentation that holds one black marble. The black marble indentation is the exact center of the game board. Each indentation is 3/8" in diameter. The white circular section is 3" in diameter. The black circular section is 1" in diameter. Each colored triangular section holds twenty-five marbles of the same color.

The game board can be made of type of rigid or semi-rigid material of sufficient thickness to make the rounded indentations of sufficient size to hold one marble each. Each indentation is 3/8" in diameter and 7/8" apart from each other. Each colored triangular section consists of twenty-five indentations in a triangular

formation. The bottom line consists of nine indentations, the second line consists of seven indentations, the third line consists of five indentations, the fourth line consists of three indentations and the fifth and last line consists of one indentation thus forming a pyramid form inside the triangular section. Each colored section contains the same amount of indentations in the same form and style, five lines of nine, seven, five, three, one equaling twenty-five indentations holding one marble each.

The path of play for each player begins with the rolling of the die to determine which player goes first. Player who rolls the highest number on the die goes first and picks their own color. Each other player plays the color they are sitting in front of. The game can be played from two to four players. The game consists of one game board, one die, one bag for marbles, and one black marble, eight white marbles, twenty-five blue marbles, twenty-five red marbles, twenty-five green marbles and twenty-five yellow marbles.

All the marbles are kept in the marble bag at the beginning of the game. Each player, during their turn, rolls the die; the number on the die indicates the amount of marbles that the player is to take from the marble bag and placed on game board. Each colored marble is to be placed on its own color on the board. For example: a blue marble would be placed in the indentation on the

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blue section, a red marble would be placed on the red colored section and so forth. After the player has placed his marble(s) on the board the player then passes the die and bag of marbles the next player whose turn it is.

If a player whose turn it is picks a white or black marble they have picked a wild marble and must play it appropriately. If a black wild marble is picked then all of the opponent's marbles are taken from the board and placed back in the marble bag. Also, the player has the option of not using and thus placing in back in the marble bag to be played later in the game. If a player picks a white marble they then roll the die again and the number on the die is the number of marbles that each opponent must take off their own colored section and place back in the marble bag. If an opponent does not have as many marbles on their colored section as is indicated on the die then they take only the amount of marbles they have on their colored sections and placed them back in the marble bag.

The joy of play of the game, Blind Choice, is in the luck of the roll of the die and the skill in the use of the wild black marble. If the two white indentations in your colored section are full and you pick another white marble you can use it as one of your own colored marbles to be placed in your colored section. This will be an advantage in helping you to fill your colored section first in order to win the game. The strategic use of play can be used in addition to the luck that is available to any player of any age or skill level.

All players have an equal chance of enjoying the play of the game and players with certain levels of skill will enjoy the challenge while younger players will enjoy the game for the pure joy of just playing it.

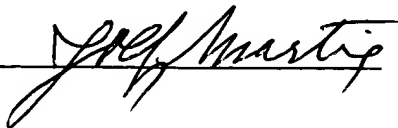
#### DETAILED DESCRIPTION

Turning now to fig. 1, an overhead view presents the image of the field in detail in accordance with the inventive concepts. The apparatus comprises a four colored triangular sectioned board of blue; red, green and yellow with rounded indentations  $3/8$ " in diameter to hold one standard marble each. The rounded indentations are twenty-five each per colored section plus eight indentations for the white circular section and one indentation in the

center black circle. The play of the game is as follows in detailed description:

- (1) The Board Game as presented can be played by two to four players and is played clockwise.
- (2) All marbles are to be kept in the marble bag until they are picked. Players are not allowed to look into the marble bag when they pick their marbles.
- (3) After a player rolls the die, picks their marbles and finishes their turn they must immediately pass the die and marble bag to the next player.

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(4) When a player picks marbles from the marble bag they must show how many marbles they picked. When you pick marbles and you pick too many you must put them back and pick again.

(5) Each player rolls the die to see who goes first. Highest number goes first. That player rolls the die again and picks the number of marbles indicated by the die. If the player picks more than one color they may choose the color they wish to be. That color on the board will be placed in front of them. The other players will play the color that is in front of them.

(6) Each player rolls the die when it is their turn. The number they roll is the amount of marbles they pick from the marble bag. They must then place each marble on its own color. If a player picks a white marble they will roll the die again. The number on the die is the amount of marbles they will take from each opponent and place back in the marble bag.

(7) If a player picks a black marble then all their opponents' marbles are taken from the board and placed back in the marble bag. The player also has the option of not playing the black marble but instead putting it back in the marble bag to be played again later in the game. Once a white or black marble has been placed on the board it cannot be used again.

(8) Each colored section of the board has two indentations for the white marbles. After these two indentations are filled a player may use any additional white marble as a wild marble to use as one of his colored marbles. The white wild

marble can only be taken off the board by the black marble. When you use the white marble as a wild marble it is still an eliminator marble so you roll the die to see how many of your opponents marbles to remove.

(9) When a player removes their own marbles because of an eliminator marble they must show how many marbles they picked up before them back in the marble bag.

(10) If a player picks more than one white or black marble they can only use one and must place the remainder back in the bag.

(11) If a player picks a white marble and/or a black marble and there are no opponents marbles on the board then the white and/or black marble must be placed back in the marble bag.

(12) If a white marble is played and your opponent has less marbles than the number shown on the die you can only take the marbles your opponent has on the board.

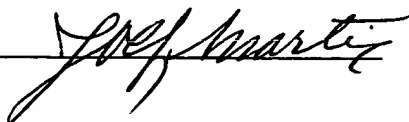
(13) Every time a player rolls a number one they get another turn. This rule does not apply to white marbles.

(14) If just two or three people are playing then you only use two or three colors plus all the white and black marbles.

(15) If you roll a number one during the game and you pick the black marble you automatically win the game.

(16) The player who fills the board with their colored marbles first wins. In case of a tie the players roll the die and the highest number wins.

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(Fig.1) Drawing

Brief description of the drawing shows a top plan view of marble and dice game board indicating the indentations for marble and colored sections for the players plus size and diameter of game board and indentations.

1 claim, 1 drawing

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